

取扱説明書 INSTRUCTIONS

設置の概要 / INSTALLATION

1-1 CRT 7=9- / CRT MONITOR 横画面 / HORIZONTAL SCREEN

1-2 コントロールパネル / CONTROL PANEL



8-WAYS JOYSTICK ---- PLAYER CONTROL

A BUTTON --- ATTACK (PUNCH)

B BUTTON --- ROLLING BUTTON (DOMINO EFFECT)

2. 遊び方 / HOW TO PLAY

- * レバーで 空中を飛びまわり、A ボタン(パンチ)で敵を殴って倒します。
- * フロアー上の敵を熱て倒すことにより、次のフロアーに進めます。
- * 敵をまとめて倒すと 各種アイテムが出現します。

Knok out the punks! Hi-score and speedy action to clear stage if you get enemy in a row and punch them out like dominoes.

アイテム / ITEMS 3.



1UP プレイヤー1UP



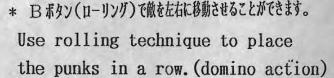
1000pts.

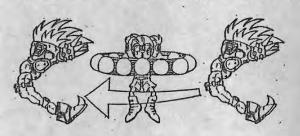
Bouns



移動が遊くなる

Speed up







ゲージ回復

Life (regain energy)



敵の動きが止まる Time stop (enemy stop movement)



Power up





一定時間無敵 Attack jet

Almighty

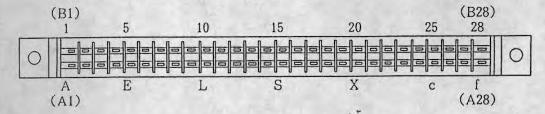
- 1 -

4. ハーネスの接続 / HARNESS CONNECTION

4-1 端子NO.のふり方 / TERMINAL NUMBERING

コネクター CR7E-56DA-3. 96E (HRS) 3.96mm pitch

CONNECTOR 1 1 6 8 - 0 5 6 - 0 0 9 (KEL) 3.96mm pitch



4-2 エッジコネクター端子の配列 / SIGNAL TO TERMINAL

| 半 田 面 | 端子 | 番号 | 部 品 面 |
|--|----|-----|---------------------------|
| SOLDER SIDE | PI | N # | PARTS SIDE |
| GND | A | 1 | GND |
| GND | В | 2 | GND |
| + 5 V | C | 3 | + 5 V |
| + 5 V | D | 4 | + 5 V |
| | E | 5 | |
| +12V | F | 6 | +12V |
| 誤挿入防止キー | H | 7 | 誤挿入防止キー |
| MISTAKEN INPUT PREVENTION | | | MISTAKEN INPUT PREVENTION |
| COIN COUNTER 2 | J | 8 | COIN COUNTER 1 |
| (GND) | K | 9 | (GND) |
| SPEAKER (-) | L | 10 | SPEAKER (+) |
| AUDIO (GND) | M | 11 | AUD10 (+) |
| VIDEO GREEN | N | 12 | VIDEO RED |
| VIDEO SYNC | P | 13 | VIDEO BLUE |
| SERVICE SWITCH | R | 14 | VIDEO GND |
| A CONTRACTOR OF THE CONTRACTOR | S | 15 | |
| COIN SWITCH 2 | T | 16 | COIN SWITCH 1 |
| START SWITCH 2 | U | 17 | START SWITCH 1 |
| 2P CONTROL 1 UP | V | 18 | 1P CONTROL 1 UP |
| 2P CONTROL 2 DOWN | W | 19 | 1P CONTROL 2 DOWN |
| 2P CONTROL 3 LEFT | X | 20 | 1P CONTROL 3 LEFT |
| 2P CONTROL 4 RIGHT | Y | 21 | 1P CONTROL 4 RIGHT |
| 2P CONTROL 5 PUSH 1 | Z | 22 | 1P CONTROL 5 PUSH 1 |
| 2P CONTROL 6 PUSH 2 | a | 23 | 1P CONTROL 6 PUSH 2 |
| | b | 24 | |
| | С | 25 | |
| | d | 26 | |
| GND | е | 27 | GND |
| GND | f | 28 | GND |

※ JAMMA コネクター表

5. ディップスイッチの説明 / DIP SWITCH SETTING

| | | | | DIE | sw | TITC | H 1 | | |
|-----|-------------------|----------|------|------------|-----|------|-----------------|-----------|--------------------|
| NO | | SETTINGS | | | | | | | REMARKS |
| 1 | OFF | ON | OFF | ON | OFF | ON | OFF | ON | COIN / CREDIT |
| 2 | OFF | OFF | ON | ON | OFF | OFF | ON | ON | COIN - MECH(RIGHT) |
| 3 | OFF | OFF | OFF | OFF | ON | ON | ON | ON | |
| | 1COIN | 1 | 1 | 1 | 1 | 1 | 2 | 3 | |
| -17 | 1PLAY | 2 | 3 | 4 | 5 | 6 | 1 | 1 | |
| 1. | OFF | ON | OFF | ON | OFF | ON | OFF | ON | COIN / CREDIT |
| 5 | OFF | OFF | ON | ОИ | OFF | OFF | ON | ON | COIN - MECH(LEFT) |
| 6 | OFF | OFF | OFF, | OFF | ON | ON | ON | ON" | |
| | 1COIN | 1. | 1 | 1 | 1 | 1 | 2 | 3 | |
| - 4 | 1.PLAY | 2 | 3 | 4 | 5 | 6 | 1 | 1 | |
| 7 | OFF | | | ON | | | 両面ローテーション | | |
| | 通常 NORMAL | | | 反転 REVERSE | | | SCREEN ROTATION | | |
| 8 | OFF | | | ОИ | | | テスト モード | | |
| | 通常プレイ NORMAL PLAY | | | テスト | e-r | TEST | MODE | TEST MODE | |

| 1 | | DIP | SWICH | 2 | * | |
|----|-------------|---------------|-------------|---------|--------------------|--|
| NO | | SE | REMARKS | | | |
| 1 | OFF ON OFF | | OFF | ON | 持ち数 | |
| 2 | OFF | OFF | ON | ON | NUMBER OF LIVES | |
| | 2 | 3 | 1 | 4 | | |
| 3 | OFF | OFF ON OFF | | ON | ゲーム離易度 | |
| 4 | OFF | OFF | ON | ON | GAME DIFFICULTY | |
| | 通常 | \$5 | やや難 | 難 | | |
| | MORMAL | EASY | HARD | HARDEST | | |
| 5 | OFF | | ОИ | | 而简件止 | |
| | MORMAL PLAY | 通常ゲーム | SCREEN STOP | 面面停止 | SCREEN STOP | |
| 6 | OFF | Occupation is | ON | | フリーブレイ | |
| | MORMAL PLAY | 通常ゲーム | FREE PLAY | フリープレイ | FREE PLAY | |
| 7 | OFF | | ON | 4.34-20 | コンテニューの有無 | |
| | 有 | YES | 1M | ио | CONTINUE MODE | |
| 8 | OFF | | ОИ | | アイドル中サウンドの有無 | |
| | 有 | YES | 無 | NO | ATTRACT MODE SOUND | |